

**EA**  
**SPORTS™**

# **FIGHT NIGHT 2004**



## ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

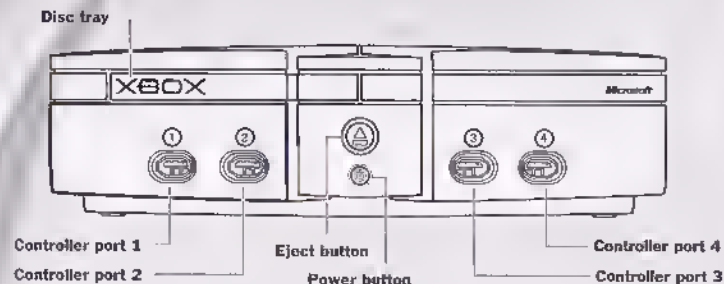
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## CONTENTS

<b>USING THE XBOX VIDEO GAME SYSTEM .....</b>	<b>2</b>
<b>USING THE XBOX CONTROLLER .....</b>	<b>3</b>
<b>GAME CONTROLS .....</b>	<b>4</b>
TOTAL PUNCH CONTROL .....	5
<b>SETTING UP A MATCH .....</b>	<b>6</b>
PLAY NOW .....	6
<b>INSIDE THE ROPES .....</b>	<b>7</b>
GAME SCREEN .....	7
TIPS & HINTS .....	8
GAME PAUSED MENU .....	8
<b>CAREER .....</b>	<b>9</b>
<b>MY CORNER .....</b>	<b>10</b>
<b>OPTIONS .....</b>	<b>11</b>
<b>LIMITED 90-DAY WARRANTY .....</b>	<b>12</b>



## USING THE XBOX VIDEO GAME SYSTEM



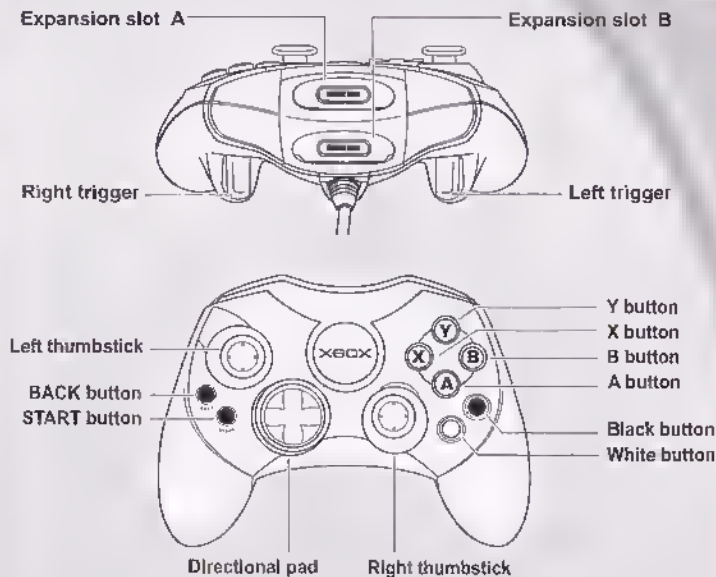
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *EA SPORTS™ Fight Night 2004* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen Instructions and refer to this manual for more information about playing *EA SPORTS™ Fight Night 2004*.

### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

#### TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen Instructions and refer to this manual for more information about using the Xbox Controller to play *EA SPORTS™ Fight Night 2004*.

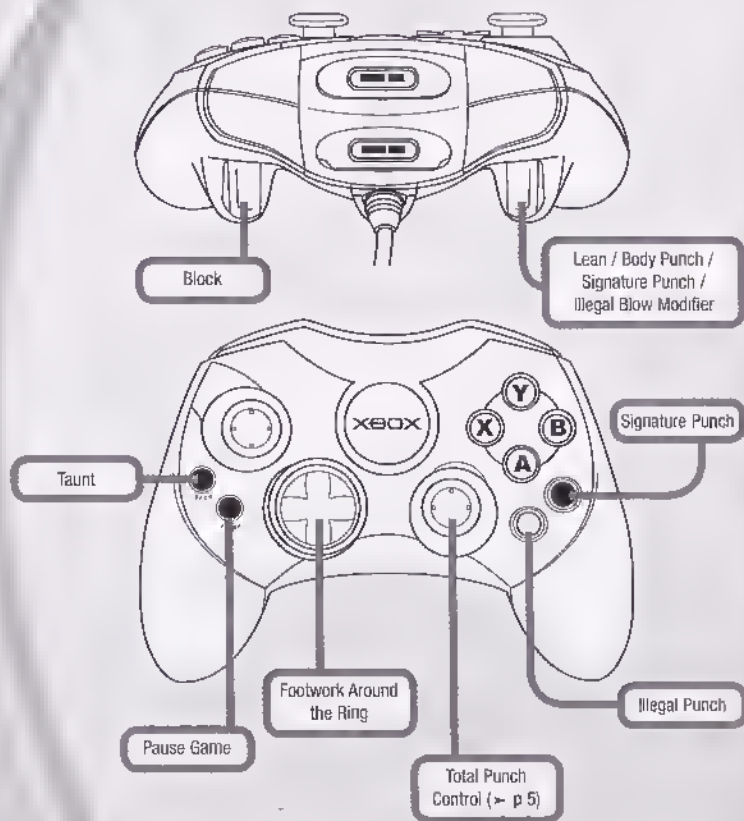
### MENU CONTROLS

Highlight menu items	
Cycle choices/Move sliders	
Select/Go to next screen	
Return to previous screen	

For more info about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

## GAME CONTROLS

Step in the ring and use these controls to get familiar with the basic EA SPORTS™ *Fight Night 2004* jabs, crosses, hooks, and more.



## TOTAL PUNCH CONTROL

EA SPORTS™ Total Punch Control is an innovative system that gives you total control of your fists in the ring. By using the thumbsticks, you can intuitively mimic the motion of a boxer's fists to throw any type of punch from any angle in any combination. Dissect your opponent's defense using combinations, feints, and counterpunches all via the all-new Total Punch Control system.

### HOW IT WORKS

The Right thumbstick controls your fists and is used to throw punches. In combination with pulling **R**, you can use your fists to block incoming punches.



Straight Right/  
Right Jab



Right Hook



Right Uppercut



Straight Left/  
Left Jab



Left Hook



Left Uppercut

### MOVEMENT AROUND THE RING

The Left thumbstick controls your movement. Pull **L** to plant your feet and take control of your upper-body movement with the Left thumbstick. Bob, weave, and lean out of the way of punches or use upper body movement to set up your own devastating attacks.



## SETTING UP A MATCH

Lace up the gloves, put in your mouthpiece, and step into the ring. Set the stage for boxing's biggest showdown from the Main menu.

### PLAY NOW

Choose PLAY NOW from the Main menu and get ready for a 12-round battle for supremacy.

#### TO BEGIN A PLAY NOW GAME:

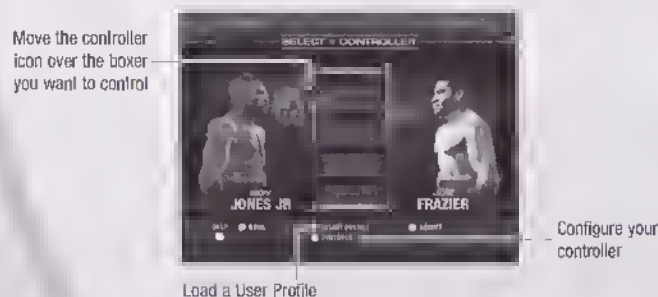
1. Select the boxers for the upcoming fight from any of the six weight classes.

#### SELECT BOXER SCREEN



2. Choose the fighter you want to control.

#### SELECT CONTROLLER SCREEN



3. Pick a venue. You can unlock venues in Career mode (➤ p. 9).

#### USER PROFILE

Create a User Profile and use it to track your controller configurations and statistics.

## INSIDE THE ROPES

Ladies and Gentlemen, it's tight night. Pick apart your opponent with surgical precision because swinging wildly won't win you any titles. Protect yourself at all times as one solid punch can put you on the canvas.

### GAME SCREEN



### KNOCKDOWN

When a fighter gets knocked down, the referee begins the 10 count. To pick yourself up from the canvas you must clear your vision by aligning the referee images into one clear image. The Left thumbstick and Right thumbstick each control one image. A third image remains stationary in the middle of the screen, as you move the thumbsticks to line up all the images in the center.

**EA SPORTS TIP:** To get up from a knockdown, pick a single part of the referee (like the logo on his shirt) and focus on it. This makes clearing your vision much easier.

### END OF FIGHT

If the fight goes the distance without a knockout, the judges tally the final scores and the winner is announced. After seeing the judges' cards, the Punch Stats screen displays the final punch totals for the bout.

### PENALTIES/STOPPAGES

Watch the low blows and other cheap shots. If caught, you'll get away with a warning the first time, and then penalized one point off your score in the round for each following infraction caught by the ref. Rack up too many penalties and he'll disqualify you.



## TIPS & HINTS

To work your way up the ranks, you need to use your head. Use these tips to stay a step ahead of the competition.

### OFFENSE

- ❖ Counterpunch your opponent after blocking or avoiding his punches. A counterpunch is often the most effective punch.
- ❖ Throw your punches wisely. A non-stop barrage of punches drains your energy and makes you less powerful.
- ❖ If you feel you are losing when exchanging punches—back off! Regain your energy and health then go at it again.
- ❖ Mix up your punches and you will land more of them. Alternate between head and body shots and left- and right-handed punches.
- ❖ Punches to the head do more immediate damage, but body punches tire your opponent out and slow him down in the long run. Use both to be successful.
- ❖ Try to corner your opponent for a knockdown, then pummel him as he falls to the mat—that makes it tough for him to get up.

### DEFENSE

- ❖ Pull **R** + **R** to parry incoming punches and create opportunities to counterpunch.
- ❖ Keep your guard up and protect yourself at all times. The best offense is a good defense.
- ❖ A moving target is the hardest to hit. Use your footwork to avoid punches and to set up your own chances to score.
- ❖ Blocking and avoiding your opponent's punches will tire him out and make him more vulnerable.
- ❖ If you lean and make your opponent miss, you will more easily tire him out, then come back!

## GAME PAUSED MENU

Press **PAUSE** to access the Game Paused menu.

- ❖ From the Game Paused menu, you can change your options, review punch stats, watch replays, or throw in the towel.

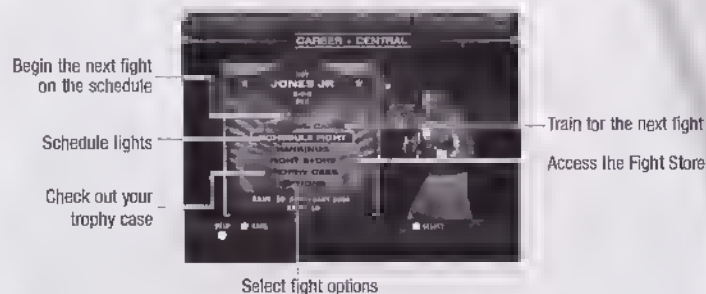
## CAREER

Go from chump to champ in Career mode. Rise to the top by powering your way up the rankings. You can choose from any available boxer or create one of your own.

- ❖ For more information about creating a lighter, ➤ *Create Boxer* on p. 10.

After you select (or create) a fighter and add to his ratings, you're ready to begin your fighting career. Your future begins at the Career Central screen.

### CAREER CENTRAL SCREEN



### FIGHTING IN CAREER MODE

When you first begin your boxing career, you start out at the bottom fighting against the lower-ranked opponents looking to make a name for themselves. Your goal is to improve your fighter's ranking by racking up victories. After a few wins, the venues get bigger and the purse size begins to increase. With a little luck and a lot of skill, you'll get a shot at the title.

### FIGHT SCHEDULE

Manage your career by choosing and scheduling fights. Depending on your win-loss record and ranking, you can choose from a variety of opponents. Pick your opponent wisely by checking out potential match ups because who you fight affects your chance to win a title.

### TRAINING CAMP

Once you schedule a fight, you have the opportunity to improve your ratings (➤ *Ratings* on p. 10) in training camp. Pounding the Heavy Bag increases power and speed. Sparring improves your stamina and body agility. Attacking the Combo Dummy increases your chin and body ratings. Hitting the Target Mitts improves your heart and cuts rating.

### TROPHY CASE

Here's the place to view all your year-end awards and see the championship belts you've won.

### FIGHT STORE

Use your earnings to buy new ring wear like trunks and gloves. Customize your ring entrance by purchasing pyrotechnics and personal entrance music, as well as choosing a ring girl to join your entourage. You can also add signature punches, taunts, and tattoos to your boxer. Some of the items in the store must be unlocked in Career mode before they are available for purchase.



## MY CORNER

From My Corner, create a boxer, view the EA SPORTS™ *Fight Night 2004* Record Books, access the EA SPORTS Bio, and select your EA SPORTS TRAX.

### CREATE BOXER

Create a boxer that you can use in any game mode. Choose his name then customize every feature of his appearance—the power is in your hands. After your boxer's look is created, complete your fighter by tailoring his ratings to your personal style.

#### RATINGS

There are eight ratings that determine how well a boxer handles himself in the ring. The following list explains what each category determines:

<b>POWER</b>	The force behind your punches
<b>SPEED</b>	How quickly a boxer can throw or elude punches
<b>AGILITY</b>	How quickly you can move around the ring
<b>STAMINA</b>	The rate that the boxer loses and gains energy
<b>CHIN</b>	How well a boxer handles punches to the head
<b>BODY</b>	How well a boxer handles punches to the body
<b>HEART</b>	The ability to regain health and get up from a knockdown
<b>CUTS</b>	How easily a boxer bleeds, swells, or bruises

### RECORD BOOKS

Scroll through the Record Books and see who is leading the ranks in a number of different categories.

### EA SPORTS™ BIO

EA SPORTS Bio rewards you for playing multiple EA SPORTS titles. Your EA SPORTS Bio tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS Bio from the My Corner screen, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new game level (see below).

#### ABOUT THE BIO

When you first create your EA SPORTS Bio, you start out as a Level 1 gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

- **Resume.** Every EA SPORTS title that you add to your EA SPORTS resume gets you more credit toward the next level gamer. Play more products and you'll earn a higher rating.
- **Game Time.** The more you play, the more you earn.
- **Number of Games Played.** Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.
- **Rewards.** When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

### EA SPORTS™ TRAX

The latest jams can be found in the EA SPORTS TRAX jukebox. Play the tunes in order, or mix it up with random play mode. You can even choose to play a select few songs in the track list. It's all up to you.



## OPTIONS

Set your game settings, save, load, and delete files to/from your Hard Disk, or select from one of the available controller configurations.

**NOTE:** Default options below are listed in **bold**.

### SETTINGS

Change the game options to fit your fighting style. Only those options that need explanation are listed below.

- |                             |   |
|-----------------------------|---|
| <b>THREE KNOCKDOWN RULE</b> | When set to <b>ON</b> , a fighter is automatically TKO'd after the third knockdown in a single round.   |
| <b>SAVED BY THE BELL</b>    | When set to <b>ANY ROUND</b> or <b>LAST ROUND</b> , a fighter who is knocked down can be saved by the bell.   |
| <b>AUTO RECOVERY</b>        | When <b>ON</b> , your boxer automatically attempts to pick himself up off the canvas from a knockdown. When set to <b>OFF</b> , you must use <b>L1</b> and <b>R1</b> to recover from a knockdown punch. |

# LIMITED 90-DAY WARRANTY

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts, if any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

## RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

## RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

## EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

## EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

## NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

**NEED A HINT?** Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial 900-329-HINT (4468). \$1.99 per minute.

In **CANADA**, dial 900-451-4873. \$1.99 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

**EA TECH SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.

## TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

FTP Site: <ftp://ea.com>

Mailing Address: Electronic Arts Technical Support

P.O. Box 9025

Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Package Cover Photographer: Tom DiPace Photography

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

NOTE: Boxer statistics may not be current upon the release of this product.

# GET IN THE GAME

WANT TO JOIN THE #1 INTERACTIVE  
ENTERTAINMENT COMPANY?

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://JOBS.EA.COM).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://EAACADEMY.EA.COM).

## PROOF OF PURCHASE

EA SPORTS Fight Night 2004

1475305



0 14633 14753 7

# Get EA Cheat Codes & Game Hints

Register Your Game Online  
Right Now!

[www.eagamereg.com](http://www.eagamereg.com)



AVAILABLE NOW

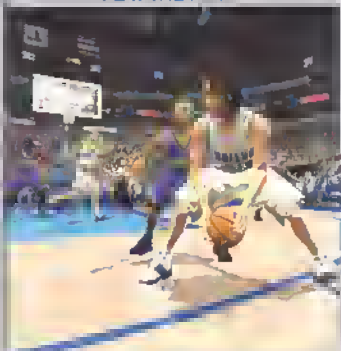
# JOIN THE FREESTYLE REVOLUTION



ENHANCED EA SPORTS™ FREESTYLE CONTROL



PLAY THE POINT



TOTAL CONTROL OF ANY PLAYER



## FEATURES

### ▶ ENHANCED EA SPORTS™ FREESTYLE CONTROL

Express your game with signature moves, mid-air passes, and more—it's a complete revolution in the way the game is played.

### ▶ STEP IT UP

Control players without the ball anywhere on the court with Off Ball Play or play the point and run team-specific sets with a single button.

### ▶ BUILD A POWERHOUSE DYNASTY

Recruit free agents, import top college players, and build your team into a perennial powerhouse in Dynasty Mode™.

### ▶ NEW EA SPORTS™ BIO

Unlock special rewards in NBA LIVE 2004 by playing multiple titles including Madden NFL™ 2004, NCAA® Football 2004, and more.

### ▶ NEW ALL-STAR ANNOUNCER TEAM

Hall of Fame announcer Marv Albert and Mike "The Czar" Fratello provide the most authentic play-by-play commentary available.



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2004 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual properties of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2003 NBA Properties, Inc. All Rights Reserved. Dolby and the double-D symbol are trademarks of Dolby Laboratories. EA SPORTS™ is an Electronic Arts™ brand. Made In USA. Printed in U.S.A. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries. 1475305

